

## Secondary Skill Perks

These are small bonuses you get for being proficient in secondary skills. These are completely optional. But can be used if everyone at the table wants more detailed rules for their character's professions and hobbies. They are perks, not traits, so they do not have a point cost, or contribute toward your limit. You automatically get them if you have at least +3 in one of the listed secondary skills. If you have a secondary skill that is not listed here you may homebrew a perk with your Narrator, but you are not guaranteed to get a perk if you take an unlisted secondary skill.

### **Animal Care**

*This skill can be used instead of Riding when rolling it with Guile or Intelligence. Through your network of farms and ranches, you can spend a day in a city to purchase a mount for 50% of its cost.*

### **Appraisal**

*This skill can be used instead of any relevant skill when rolling to determine something's value or authenticity (except for magical means of deception, such as Conjure Object). Through your network of auctioneers and collectors, you can spend a day in a city to sell any single object for full value (instead of the standard 50%).*

### **Archeology**

*This skill can be used instead of any relevant skill when rolling to know something about a ruin or ancient structure. And this skill can be used instead of Streetwise when attempting to unlock doors and containers in such places. As long as you have access to your Reference Materials (worth 75 silver), you can spend an hour to decipher any example of ancient language, although the translation may be cryptic or unclear.*

## **Astronomy**

*This skill can be used instead of Survival to navigate at nighttime.*

*As long as you have access to your Astronomer's Tools (worth 25 silver), and the night sky is not cloudy, you can spend an hour to determine your location within a mile.*

## **Botany**

*This skill can be used instead of Survival when foraging for alchemical reagents.*

*You can spend 1 Acquaintance on a wealthy alchemist in a city of your choice. When selling reagents to that person you can sell them for full value (instead of the standard 50%).*

## **Brewing/ Distillation/ Wine Tasting**

*This skill can be used instead of any relevant skill when investigating or knowing about a beverage.*

*You get +1 to all Charm rolls on people who give you drinks by complimenting their sophisticated taste.*

*As long as you have access to your Brewer's Tools (worth 45 silver), you can spend an hour to purify up to 4 gallons of water (this does not remove magical effects like the Purify spell does).*

## **Carpentry/ Masonry**

*This skill can be used instead of any relevant skill when investigating buildings of wood or stone respectively.*

*Also, it can be used instead of Perception and Streetwise to detect the presence of, or open, secret doors and hidden compartments (in walls or furniture of your chosen material). Because you understand the innerworkings of such mechanisms, you may roll twice and take the higher result.*

## **Cartography**

*As long as you have access to a map of the area through which you're travelling (worth between 5-150 silver), this skill can be used instead of Survival for navigation.*

*If you are not traveling on a road, and have access to your Cartographer's Tools (worth 35 silver), you can make a map of the area (although not if you're the one navigating). A map's value is worth 10 silver for each day of travel it covers, and x3 times that if it goes through dangerous or unexplored regions.*

## **Climbing**

*This skill can be used instead of Acrobatics when used with Intelligence. After you have planned a route up, if you have access to your Climber's Tools (worth 15 silver), you may roll the Acrobatics twice and take the higher result.*

## **Cobbling**

*This skill can be used instead of any relevant skill when investigating footwear. It can also be used instead of Survival when tracking humanoids (who were not barefoot).*

*You can spend 1 Acquaintance on a friendly armorer in a city of your choice. You provide them with boots to outfit, and they sell all armor to you for 25% of its cost.*

## **Cooking**

*This skill can be used instead of any relevant skill when investigating food, and instead of Survival when harvesting meat, leather, and animal parts.*

*You get +1 to all Charm rolls on people who give you food by complimenting their sophisticated taste.*

## **Dancing**

*You get a +1 to all Charm rolls on people who are dancing with.*

*Your practiced grace reduces all damage taking from falling by 1 (minimum of 0).*

## **Disguise**

*A skill set common with spies and thespians. As long as you have access to a Disguise Kit (worth 115 silver), you can spend 1-hour and dress up to 4 people in clothes of any region of social class. If they roll Guile + Stealth to blend into a crowd, they get a +2 for each trait of the crowd that matches your costume. For example, Poor Valen' cian: +2, Rich Valen' cian: +4, and Middle-class Mearithian: +0. Alternatively, you can spend the hour making 1 person look like someone else. This grants them a +3 Deception when claiming to be that person (as long as that person is not a different race or gender).*

## **Etiquette**

*This skill can be used instead of any location knowledge when knowing the proper titles, customs, and taboos.*

*You get a +1 Charm when addressing figures of authority.*

*You can spend 1 Acquaintance on a noble you have ingratiated yourself to. If you do, you gain the effects of the Favor trait (pg. 26) for that person.*

## **Field Medicine**

*This skill can be used instead of Alchemy to clean wounds (pg. 10) and stabilize the injured (pg. 84). It can be used instead of any relevant skill when investigating a wound.*

*You know how to make Medical Kits from basic supplies so can purchase them for 10 silver each (instead of the standard 20).*

*This skill can be used instead of any relevant skill when investigating an arrow.*

## **Fletching**

*As long as you have access to a Fletcher's Tools (worth 10 silver), you can make arrows for 50% of their cost. Or you can spend a day, and 25 silver to make a single Flawless Arrow, which grants a +1 to Archery rolls made with it. It can be lost and broken like a normal arrow.*

## **Folklore**

*This skill can be used instead of any location knowledge to know urban legends and monster myths. This covers anything supernatural or mystical. You get a +1 Charm rolls on particularly superstitious characters by showing interest in the beliefs other may dismiss. You can spend an action observing a monster, or a day researching it, to learn a single weakness it has (if any).*

## **Forgery**

*This skill can be used instead of any relevant skill when determining the authenticity of document or artwork. You can spend a day, and roll an Intelligence + Forgery, to create fraudulent documents. They can do one of the following: Grant the holder of them passage to any restricted area (except a treasure vault or lord's quarters for example). Grant the holder a +3 Deception when claiming to be someone they aren't (as long as the target of the Deception doesn't know what that person looks like). Grant the holder a +3 Deception when claiming that an object is authentic. All of these benefits fail if someone inspects the documents with an Intelligence + Perception great than your total.*

## **Gambling**

*Given a day in a city you can spend 50 silver to roll Guile + Gambling. Gain x20 your total unless you get a 6 or lower. Once a session, when you fail a roll, you can roll a d6. If you get a 6 you succeed instead (if it were possible to do so).*

## **History**

*You can choose one region to be your focus (such as Brugah or the Endless Sands). When rolling to know something about that region you may roll twice and take the higher result. If you have a +6 in this skill, you can spend a day at an Archive to ask the Narrator any question about the past. If it is known, you find it out, no research roll required.*

## **Inspiration**

*You are a born battlefield leader. Troops under your command fight with more fervor and fewer casualties. As a free action, before an ally that can see and hear you rolls a melee attack, you may grant them a +1. You cannot do this again until you incapacitate an enemy, or one hour (whatever comes first).*

## **Intimidation**

*You have won more fights by scaring the other party away than actually hurting people. You may look tough, but you know how to get to people. This skill can be used instead of Persuasion when used with Strength.*

## **Jewelry**

*This skill can be used instead of any relevant skill when investigating a gemstone or piece of jewelry. As long as you have access to Jeweler's Tools (worth 65 silver), you can spend a day turning a gemstone into a piece of jewelry. It can then be sold for double the gemstone's original cost.*

## **Juggling**

*If you are staying in an inn, you can earn free drinks, food and lodging for yourself (as long as you don't drink an excessive amount of the inn is fully booked) by performing. Roll a Guile + Juggling and receive that much silver in tips.*

*As a free action on your turn, you can roll an Agility + Juggling of 6 to equip a weapon with the Thrown tag. If you fail, it is dropped at your feet.*

## **Law**

*This skill can be used instead of any location knowledge when knowing the laws and their punishments.*

*You get a +2 when Persuading anyone responsible for law enforcement. This could be convincing a patrolman to take a bribe because of your confidence they won't be caught, or convincing a judge to be lenient on their sentencing.*

## **Leather Working**

*This skill can be used instead of Survival when harvesting meat, leather, and animal parts.*

*As long as you have access to Leatherworking Tools (worth 35 silver) this skill can be used instead of Metalworking to repair Leather Armor (according to the rules on pg. 146).*

*You can spend a day and 35 silver to remove Leather Armor's stealth penalty. If you have a +6 in this skill you can spend a day and 125 silver to remove Masterwork Leather Armor's acrobatics penalty.*

## **Locksmithing**

*This skill can be used instead of Streetwise when opening locks. But you do so with a tradesperson's patience, you must use Tinker's Tools and your attempts take 10 minutes. If you spend a day with the lock in a Workshop, you can open it without a roll (as long as it's not a Puzzle Box).*

## **Mathematics**

*Unnaturally apt at calculation, you can predict a course of action's chance of success. You can roll an Intelligence + Mathematics of 10. If you succeed, and there is no hidden information (such as the depth of a dark pit) the Narrator must tell you the difficulty. This can't be used to determine a combatant's next defense roll, or someone's intuition total. But can reveal a surface's difficulty to scale, the chance of sneaking past a guard, or the likelihood of safely navigating a wilderness trail, etc.*

*You can spend 1 Acquaintance on a merchant who you handle the accounts for. If you do, you gain the effects of the Benefactor trait (pg. 22) excepts its only x3 starting resources.*

## **Metalworking**

*This skill can be used instead of any relevant skill when rolling to investigate metal work (from broadswords to bannisters). In addition to being able to repair equipment (according to the rules on pg. 146), you can spend a day to create any standard quality item for 50% of its cost. If you have a +6 in this skill you can also do this with masterwork quality items.*

**Musical  
Instrument/  
Singing**

*If you are staying in an inn, you can earn free drinks, food and lodging for yourself by performing. Roll a Guile + Skill and receive that much silver in tips.*

*If you have a +6 in this skill you can arrange to perform at prestigious venues, although they may require short journeys if you've already performed in a location. Once per week, when you spend a day making money, you get x25 your total Guile + Skill (instead of the standard x10).*

**Painting/  
Sculpting**

*This skill can be used instead of any relevant skill when investigating or authenticating works of art. You can spend a day with Artist's Tools (worth 40 silver) working on a Magnus Opus. Gain 1 xp in this skill if you do. When you have spent 3 days this way, the Magnus Opus is complete. It can be sold with a value of x50 your total Intelligence + Craft roll.*

**Pottery/  
Glassblowing**

*This skill can be used instead of any relevant skill when investigating ceramic and glass respectively.*

*You can spend 1 Acquaintance on an alchemist in a city of your choice. By providing them with a steady stream of vials, you can purchase potions from them for 50% of their cost.*

**Religion**

*This skill can be used instead of any location knowledge when knowing the local belief and dominant faiths. This skill can also be rolled to know the objectives and personality of any Deity (as long as it is one you are familiar with).*

*You get a +2 when rolling Persuasion on particularly religion characters (as long as your request doesn't go directly against their god).*

**Sailing**

*You can use your dockside connections to gain safe boat passage in any port. This can either be free with labor for anyone with a sailing skill, or cheap for those who don't. Additionally, your knots never fail (whether they are restraining someone or affixed to something). Ropes you secure only require a 1 to climb (instead of 3).*

**Science**

*This skill can be used instead of any relevant skill or magic school to determine if a phenomena is of supernatural origin. Not by your familiarity with the arcane, but your confidence in the limits of natural order. It only reveals if the effect is magical, not what school of magic it originates from. You can spend a day with an enchanted object to reveal all of its properties through extensive testing.*

**Sewing**

*This skill can be used instead of any relevant skill to investigate garments or know the fashions of a region. Your clothes have been modified with secret pockets. You get +3 to Stealth when rolling to slip things past a search of your person (this does not apply to anything larger than a dagger).*

**Sleight of Hand**

*This skill can be used instead of Streetwise to pick pockets. When you are searched you can automatically conceal one object that is small enough to be palmed, such as a vial, coin, letter, or throwing dagger.*

## **Story Telling**

*If in conversation for more than 10 minutes, you can tell stories about someone, highlighting certain qualities. Choose Charm, Persuasion or Deception. The next time the subject of your stories rolls that skill on your audience they get a +2. You can tell stories about yourself, but they only grant a +1.*

## **Swimming**

*This skill is used to determine your swimming speed. In addition, it takes you 4 rounds instead of 3 to fall unconscious while grappled. And you roll a higher die of Strength when rolling to remain unconscious while incapacitated.*

## **Thieves Cant**

*You know all the jargon of organized crime. Since your background isn't in question, you get a +2 on Streetwise rolls when gathering information from underground sources, or setting up meetings with criminals.*

*When casing a building to determine the best methods of infiltration and potential hazards there's a chance another gang has marked it with a shorthand. This could be an etched mark or piece of graffiti that looks innocuous to the untrained eye, but can be read by you. If roll a 1, there is such a mark, and you automatically succeed the roll.*

## **Writing**

*This skill can be used instead of any relevant skill to investigate writing. As long as you have access to an Archive or master of a skill you can spend 3 days, (not necessarily consecutive) writing a book on that skill. Once finished, you gain 3 xp in that skill and anyone who reads your book (which takes 12-hours but doesn't have to be consecutive) does too.*